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## NMFS FISHERIES OBSERVER PROGRAM

MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Front)

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PSID#	HAUL	GEAR	NET NUM/	TIME	ADD	SPECIES		TAG		ENTANG	ANIMAL	ANIMAL	РНОТО	SAMPLE	ESTIM
	NUM	NUM	DREDGE/NET	24 hours	COND		CODE	NUMBER(S)	CODE(S)			ONBRD?	TAKEN?	LOG?	LEN cm
			POSITION		CODE					CODE	CODE	0 = No	0 = No	0 = No	(if no actual)
			(p/s/u/a)					(Record the most recent tag first.)				1 = Yes	1 = Yes	1 = Yes	(no birds)
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1				:											
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COMMENTS

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MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Back)	PAGE#	OF

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ACTIVE DETERRENT DEVICE	ENTANGLEMENT / INTERACTION SITUATION CODES	4	ANIMAL CONDITION CODES (when released):
(ADD) CONDITION CODES:	00 = Unknown	18 = Caught Inside Dredge Chain Bag	00 = Unknown
0 = Unknown	01 = Fell From Gear at a Point Unknown	19 = On Top of Dredge or Dredge Frame	01 = Alive, Condition Unknown
1 = No Pingers Used On Gear	02 = Fell From Gear Before Exiting Water	20 = Caught in Dredge Frame or Between Bails	02 = Alive, Not Injured
2 = Audible	03 = Fell From Gear Once Hauled Out of Water	21 = Caught Inside Dredge in Twine Top	03 = Alive, Injured
3 = Inaudible, Tested and Working	04 = Fell From Gear Due to Force of Roller	22 = Caught on Sweep/Tickler/Rock Chains	04 = Alive, Gear In/Around Mouth
4 = Inaudible, Tested and Not Working	05 = Removal Requires Cutting of Gear/Animal	23 = Caught in Bridles/Cables/Warp	05 = Alive, Gear In/Around Flipper
5 = Inaudible, Not Tested	06 = Removal Does NOT Require Cutting of Gear/Animal	24 = Inside Mouth of Trawl Net	06 = Alive, Gear In/Around Another Single Body Part
6 = Absent (Lost)	10 = Sea Bird Caught, Gangion Attached to Mainline	25 = Inside Belly of Trawl Net	07 = Alive, Gear In/Around Several Body Parts
9 = Other	11 = Sea Bird Caught, Gangion Unattached to Mainline	26 = Inside Codend of Trawl Net	08 = Alive, Seen by Captain/Crew ONLY
	12 = Hooked, Ingested	27 = Caught in Sweep or Footrope of Trawl Net	09 = Alive, resuscitated (turtle)
TAG CODES:	13 = Hooked, Beak	28 = Contact with Vessel or Vessel Equipment	10 = Dead, Condition Unknown
0 = Unknown	14 = Hooked, Head	other than Fishing Gear	11 = Dead, Fresh
1 = Tag Applied by Observer	15 = Hooked, Flipper	29 = Entangled in Gear other than Vessel's	12 = Dead, Moderately Decomposed
2 = No Tag(s)	16 = Hooked, Carapace	Fishing Gear (e.g. Ghost Gear Caught by	13 = Dead, Severely Decomposed
3 = Tag Already Present, Left On	17 = Hooked, Other/Unknown	Vessel)	14 = Dead, Seen by Capt/Crew ONLY
4 = Tag Already Present, Removed		99 = Other	
	NOTE: If more than one code applies to a situation choose		
NOTE: Record Turtle Pit Tags	entanglement/interaction (e.g. a turtle is observed inside the		
on the Sample Log.	as it is hauled up - choose code 21 as it best describes the		
ADDITIONAL COMMENTS			

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